

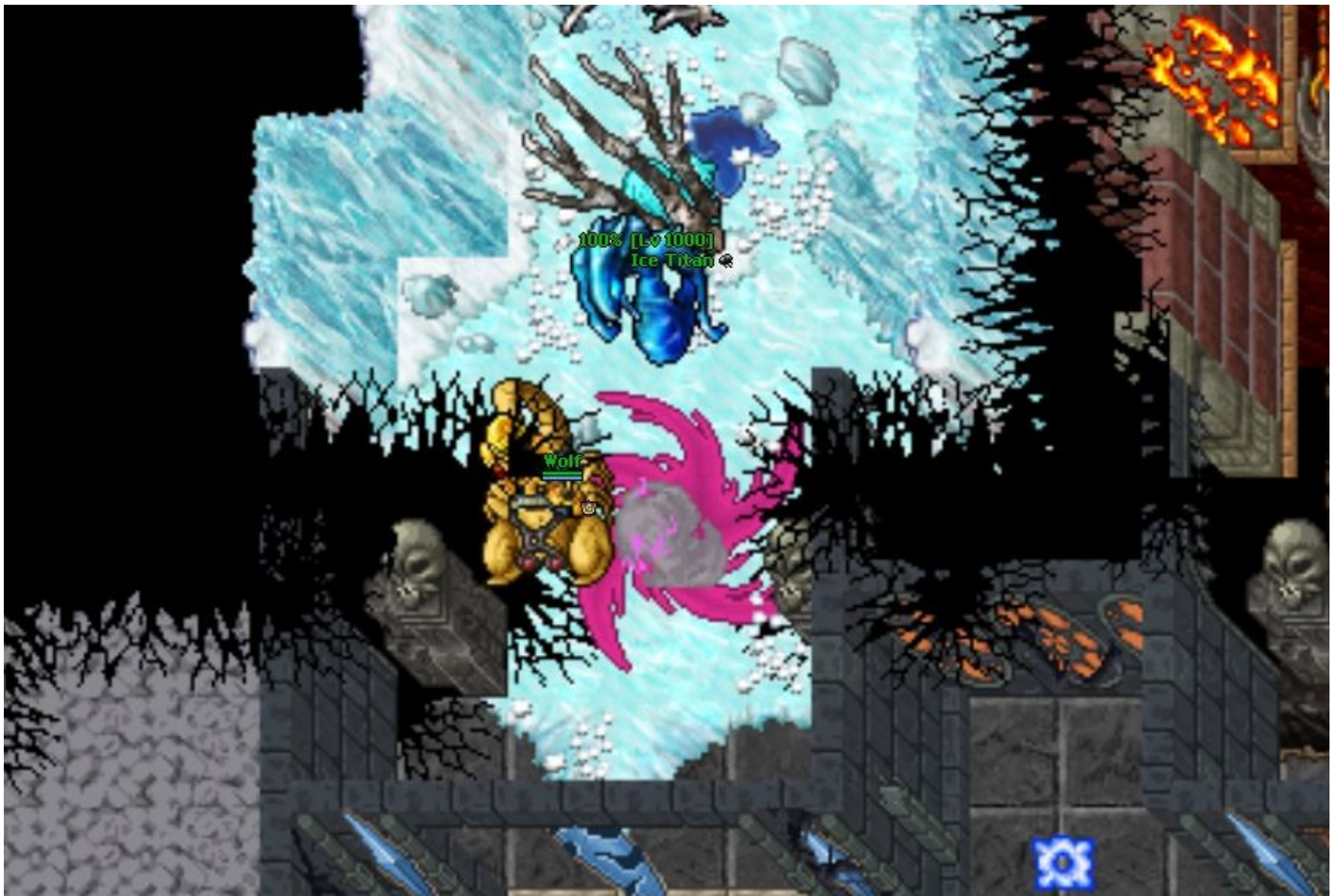
[Lv 1000] The Ultimate Challenges Quest

This is a quest to face several bosses know as **Titans** and the deadliest weapon created in Cyntara **Vegnagun**.

For this quest you need a good team and if your team is of few people patience to face Vegnagun.

Inside the quest zone you will find four portals, one for each Titan and one for Vegnagun.

Ice Titan



This titan can be easily killed. Have this charm in loot



Frozen Heart

Weight: 20.0 oz
Boss Damage Reduction: +5%
Physical Protection: +2%
Ice Protection: +4%

Fire Titan



In this titan if you are in level 1k base take care of him attack "**Firaga**". Have this charm in loot



Phoenix Statue

Weight: 20.0 oz
Critical Chance: +0.5%
Critical Damage: +5%
Physical Protection: +2%
Fire Protection: +4%

Earth Titan



This titan not's hard but have a huge hitpoints. Have this charm in loot



Statue Of The Earth Titan

Weight: 21.0 oz
Damage vs. Bosses: +5%
Physical Protection: +3%
Earth Protection: +8%

This three Titans have other items in loot like Powe Tabs, Great Rods... and other things not very useful.

Additionally, the three Titans drop four necessary pieces along with the core to assemble the Sun Catcher charm.

Usable

It appears that this piece can be connected to three other pieces and a gem when in your inventory.
It weighs 5.00 oz.
[Item ID: 31722]

Usable

It appears that this piece can be connected to three other pieces and a gem when in your inventory.
It weighs 5.00 oz.
[Item ID: 31723]

Piece Of A Sun Catcher
Usable

It appears that this piece can be connected to three other pieces and a gem when in your inventory.
It weighs 5.00 oz.
[Item ID: 31721]

Piece Of A Sun Catcher
Usable

It appears that this piece can be connected to three other pieces and a gem when in your inventory.
It weighs 5.00 oz.
[Item ID: 31724]

The core is only dropped by the last boss "**Vegnagun**"



In this boss you must be very attentive because every so often he does a **self-destruct** count that takes **at least 3 seconds**. Before his countdown reaches 0 you must be hidden behind one of the pillars within his room. His self destruct attack **can oneshot any player** no matter how high level he is.

The knights as well as any player who has entered the boss **must only use ranged attacks**. In the case of the knights Whirlwind Throw.gif **Whirlwind Throw** (exori hur) given that if they approach they die by oneshot of their physical attack.

This Boss it's hard if you no have patience and are atent. It always stays at 1% of its life. So keep attacking with the strategies listed above until you are teleported out of your room..


Have this charm in loot

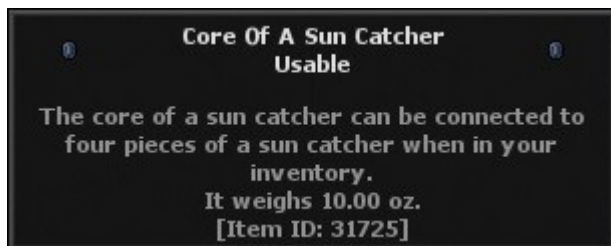


Crystal Of Power

Weight: 8.0 oz
Critical Chance: +0.8%
Critical Damage: +8%

Hit 'em where it hurts.

Like other notable items like him head  used in [Maraton Man Chan Quest](#), Power Tabs and **The Core of Sun Catcher**.



With the four pieces and the core of the Sun Catcher in your backpack you can craft the charm by clicking on any of the pieces...

Dark Sun Catcher.gif

Sun Catcher

Weight: 30.0 oz
Life Leech: +3%
Mana Leech: +1%
Mana Drain Protection: +5%
Effectiveness: +7%
Mana Cost Reduction: +5%
Damage vs. Bosses: +5%
Boss Damage Reduction: +7%

This powerful charm seems to be yearning for energy.

This charm can be energized with light and become an upgraded version.

**Shining Sun Catcher.gif
Catcher**

Shining Sun

Weight: 30.0 oz
Life Leech: +6%
Mana Leech: +2%
Mana Drain Protection: +10%
Effectiveness: +15%
Mana Cost Reduction: +10%
Damage vs. Bosses: +10%
Boss Damage Reduction: +15%

You can do it this way!

[How to transform the Sun Catcher into Shining Sun Catcher](#)

Thanks for Le Bails Gambit, Wolf and Godnyx! HAIL WITCH CULT!

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